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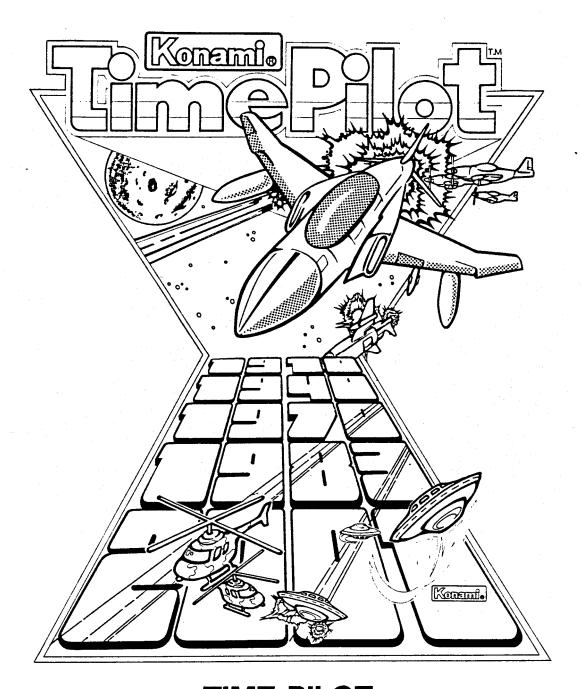
Engineers, Operators, and Players

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Throughout The Years

MANUALS — SCHEMATICS — TECHNICAL BULLETINS

DIP SWITCH SETTINGS — PIN-OUTS — TRAINING



TIME PILOT CONVERSION KIT INSTRUCTION MANUAL

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TIME PILOT: Dip Switch Settings

•DIP SW 1 SET

COIN 2 SW SET				COIN 1 SW SET						
SW	8	7	6	5	4	3	2	1	COIN	PLAY
္	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	1	1
	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON	1	2
	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF	1	3
	OFF	OFF	ON	ON	OFF	OFF	ON	ON	1	4
	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF	1	5
	OFF	ON	OFF	ON	OFF	ON	OFF	ON	1	6
	OFF	ON	ON	OFF	OFF	ON	ON	OFF	1	7
	OFF	ON	ON	ON	OFF	ON	ON	ON	2	1
	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF	2	3
	ON	OFF	OFF	ON	ON	OFF	OFF	ON	2	5
	ON	OFF	ON	OFF	ON	OFF	ON	OFF	3	1
	ON	OFF	ON	ON	ON	OFF	ON	ON	3	2
	ON	ON	OFF	OFF	ON	ON	OFF	OFF	3	4
	ON	ON	OFF	ON	ON	ON	OFF	ON	4	1
	ON	ON	ON	OFF	ON	ON	ON	OFF	4	3
	ON	ON	ON	ON	ON	ON	ON	ON		REE PLAY

*0 SHOWS NORMAL SETTING.

The level of difficulty of this game was set as it is by Konami, based on the average player's skill. Therefore the level should remain as it is, and if there should be a necessity to alter it, it should be done with enough consideration.

(ATTENTION) FREE PLAY MEANS THE SITUATION, YOU CAN PLAY WITHOUT PUTTING ANY COINS IN.

●DIP SW 2 SET

1. THE NUMBER OF PLAYER

SW	2	1	NUMBER
0	OFF	OFF	3
	OFF	ON	4
1	ON	OFF	5
	ON	ON	255

2. SWITCH FOR CHANGE OF TABLE OR UP RIGHT

SV	V 3	TYPE
	OFF	TABLE: using I/O for 1 or 2 player
	NO	UP RIGHT: using I/O for only 1 player

3. BONUS SET .

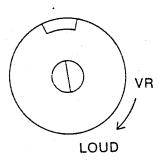
SW	4	BONUS POINTS
0	OFF	A: 10,000 every 50,000
	ON	B: 20,000 every 60,000

4. DIFFICULTY OF THE GAME

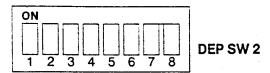
SW	7	6	5	DIFFICULTY
	OFF	OFF	OFF	1 (easy)
	OFF	OFF	ON	2
	OFF	ON	OFF	3
0	OFF	ON	ON	4
	ON	OFF	OFF	5
	ON	OFF	ON	6
	ON	ON	OFF	7
	ON	ON	ON	8 (difficult)

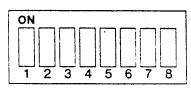
5. MUSIC IN ATTRACTIVE MODE

SW 8		MUSIC IN ATTRACTIVE MODE		
	OFF	OFF		
\odot	ON	ON		



VR is for adjustment of sound volume. The volume is decreased by turning VR counter-clockwise.





DIP SW 1

TIME PILOT: General Wiring Diagram - Table Type

